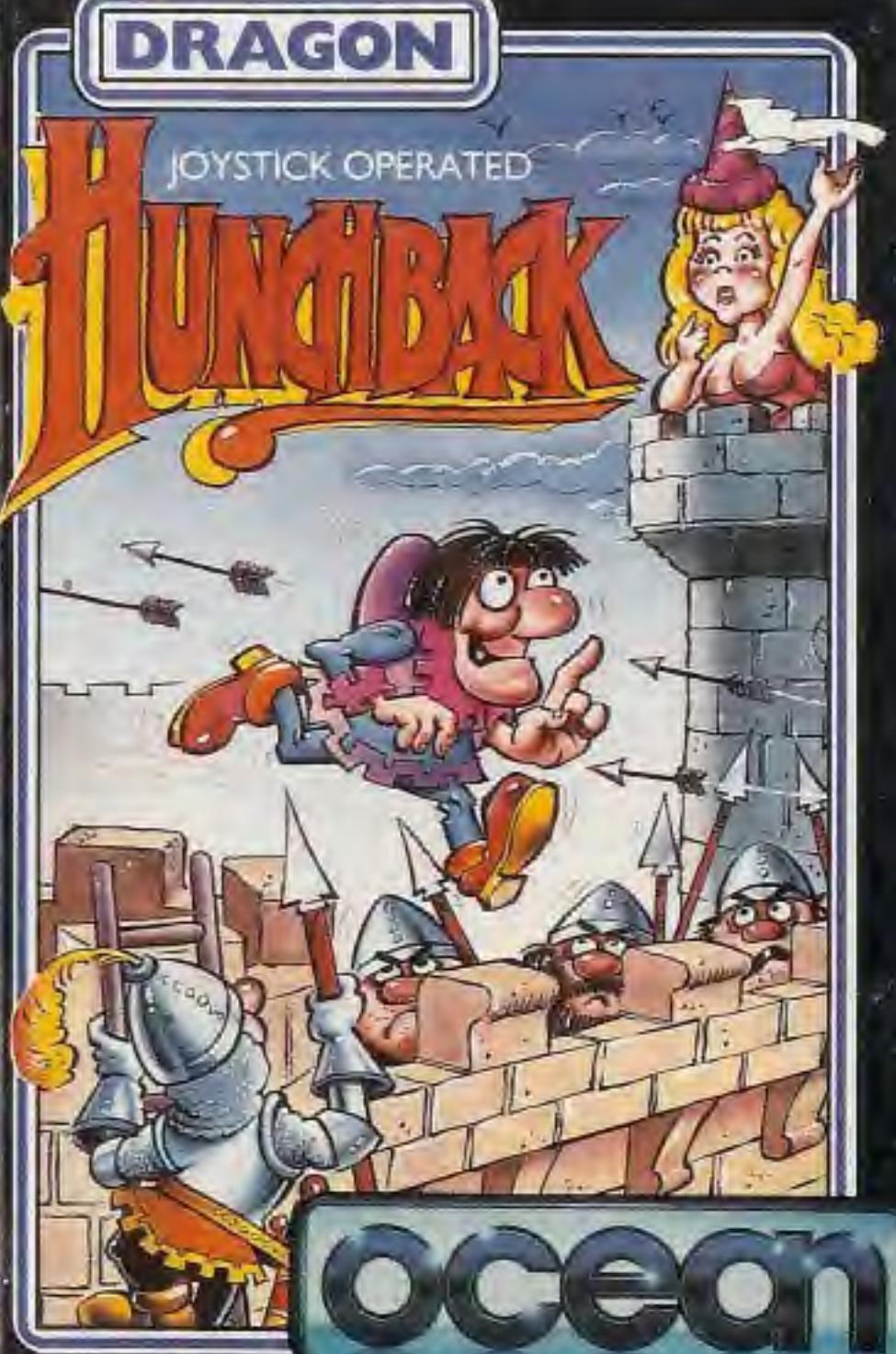


OCEAN

HUNCHBACK

DRAGON



Rescue Esmerelda from her castle stronghold. Featuring: The Ramparts, Knights, Arrows, Fireballs, the Pit and of course the Bells! 100% machine code, just like the Arcade. Made in the U.K.

HUNCHBACK

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of O.S.L. All rights reserved. The object of the game is to rescue Esmerelda from her castle stronghold, avoiding all the obstacles in Quasimodo's path. The program runs on the Dragon 32 and 64.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Type CLOADM and then press the ENTER key. Now press PLAY on your recorder and the program will auto-run. Should you experience any loading difficulty try adjusting the volume and tone controls on the recorder and consult the section of your manual on loading.

PLAYING

Quasimodo must rescue the imprisoned Esmerelda from the castle stronghold. Jump along the Ramparts, swing over the Fiery pit, dodge the Arrows and Fireballs and remember to keep ahead of the chasing Knight. 15 screens of fun and excitement and each one more difficult than the last.